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FIG.  $1\alpha$ 

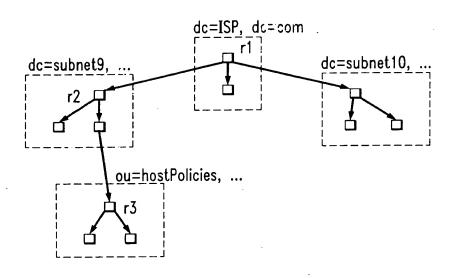
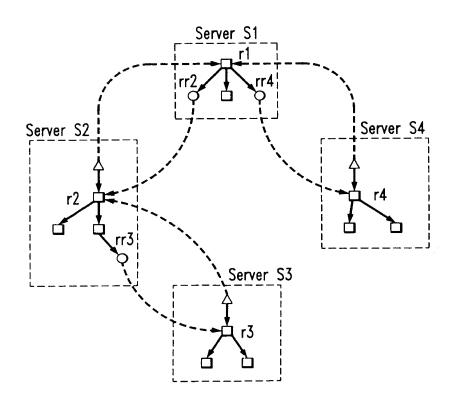


FIG. 1b



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FIG.  $2\alpha$ 

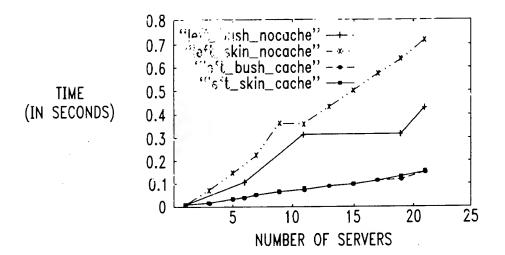
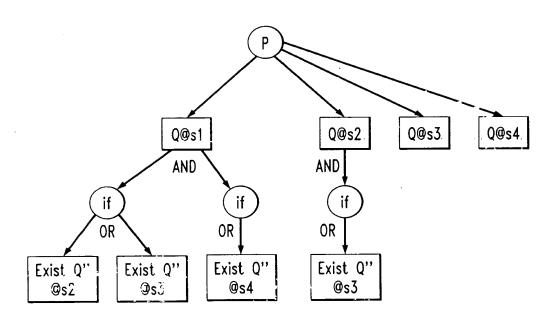


FIG. 2b 1.2 "bai\_bush\_nocache" ——
"bal\_skin\_nocache" - \* "bal\_bush\_cache" - \* "bal\_skin\_cache" - \* -1 0.8 TIME 0.6 (IN SECONDS) 0.4 0.2 0 5 10 15 20 25 30 35 0

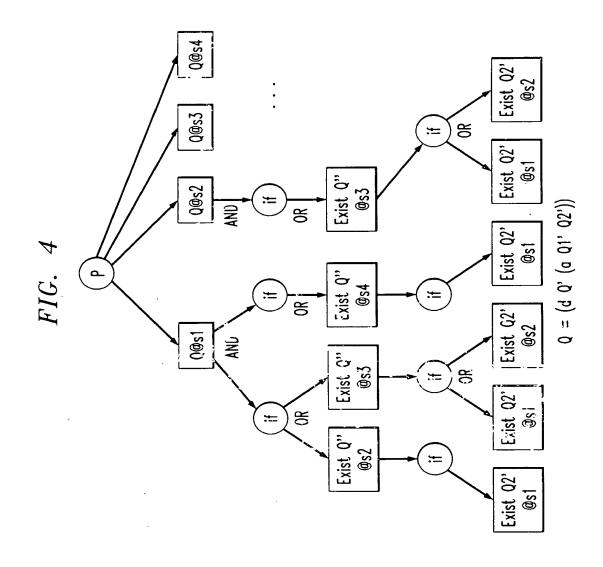
NUMBER OF SERVERS

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FIG. 3



Q = (d Q' Q'')



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## FIG. 5

```
* logorithm Schedule(PT) }
     for each n in leaves (PT) is compute Query Node (n);
     while (Enabled \neq { } OR For ling \neq { })
          L := chooseForSchedule(Enabled); /* implements a particular scheduling policy */
          for each (Q,S) in L de
                Pending := Pending \cup \{(Q,S)\}; LDAP_issueQuery(Q,S);
          LDAP_waitForEvent(e);
          case e. type of
             boolean answer for Q@S: Pending := Pending -\{(Q,S)\}
                                      storeCache(Q,S,e.value);
                                      for n in getCacheWaitinglist(Q,S) do {
                                           n.value := e.value;
                                           computeConditionalNode(n. parent); }
             directory entry for Q@S: Answer := Answer \cup \{e.value\}
             End-of-Entries for Q@S: Pending := Pending -\{(Q,S)\}
     return Answer;
function computeQueryNode(n) {
     if all n's children are computed then
          Q := generateQueryExpression(n.Query); /* expands all if-macros*/
          S := n.Server; v := getCache(Q,S);
          case v of
                                   insertCache(Q,S, Pending);
                INEXISTENT:
                                   Enabled := Enabled \cup \{(Q,S)\};
                                   addCacheWaitingList(Q, S, n);
                                   addCacheWaitingList(Q, S, n);
                Pending
               TRUE, FALSE:
                                  n.value := v;
                                   computeConditionalNode(n.parent)
function computeConditionalNode(n) {
    if (exist p in n.children such that p.value = TRUE) then
         n.value := TRUE; computeQueryNode(...)
    else if (all n's children are computed) then
         n.value := FALSE; computeQueryNode(n.parent);
}
```

